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now and for the future

Standard Operating Procedures: Infant Eye Tracking

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1 Background

Initial discussions regarding child development assessments took place in 2012, in the Life Study Scientific Protocol Development Group and Scientific Working Groups. Consideration was given to potential research questions that could be answered by Life Study, and also the exciting opportunities for novel approaches to be included.

Work to develop the Life Study Standard Operating Procedures (SOPs) commenced in 2013, prior to the initial Life Study pilot for the pregnancy component. NatCen Social Research conducted this pilot and feedback from their staff was incorporated into the SOPs. A key issue in the pilot was whether Eye Tracking could be administered outside of a laboratory setting by staff with no prior experience of such tasks. Interviewers conducting the pilot were able to get good results, despite having no previous experience of such research. The Eye Tracking task was also found to be very popular with mothers and their babies.

Members of the Life Study Neurodevelopment Group provided in-depth expertise from a range of complementary backgrounds. They reviewed the results from the Life Study pilot and advised on the neurodevelopment assessments to be included within the Life Study scientific protocol. The Life Study Scientific Steering Committee reviewed recommendations from the Neurodevelopment Group and was responsible for overall decision making and for approval of the final Life Study scientific protocol. This included making decisions as to which assessments, measurements and observations were included for participants attending the Life Study Centres.

Members of the Life Study team based at UCL Institute of Child Health gave feedback on draft documents, sourced equipment, tested data capture mechanisms and liaised with external suppliers regarding the specification and development of data capture systems.

The Life Study Eye Tracking SOPs were not implemented, as funding for Life Study was withdrawn by the funders in October 2015 before the infant visits had commenced.

2 Aim

The purpose of the eye tracking task is to record where babies look in response to different types of stimuli. We are interested in how babies' attention changes as they develop.

3 Summary of assessments

The neurodevelopment assessments within Life Study include observational assessments of child development, assessments of vision and eye tracking tasks. This document focuses on infant eye tracking tasks. Please see the Life Study website (www.lifestudy.ac.uk) for access to child development and infant eye and vision SOPs which give details of the other tasks.

	6 month visit	12 month visit
Baby	Eye tracking task	Eye tracking task
		Vision assessment
	Maternal sensitivity / maternal infant interaction task	Restraint in highchair Joint attention task

4 Subjects

4.1 Inclusion criteria

This task is to be administered for infants attending the 6 and 12 month visits.

4.2 Exclusion criteria

Babies are excluded from this task if they do not have sight in both eyes.

5 Staff undertaking the assessment

Two members of staff are required for the eye tracking task. Both should remain behind the curtain at all times during the task to avoid distracting the baby. One will be responsible for running the Eye Tracker Script and observing the positioning of the baby on screen in the eye tracking 'track box' (Staff Member 1). The other will be responsible for operating the moveable arm, positioning the mother and baby and completing the behavioural record which is included in the Eye Tracking Survey (Staff Member 2).

6 Environment

A room with a full-length (i.e. just below the ceiling to the floor) opaque white curtain is required. The mother and baby sit in front of the eye tracker on one side of the curtain. All other equipment and monitors are positioned on a desk on the other side of the curtain (in the far side of the room) so as to avoid distractions for the baby.

7 Equipment

- Tobii TX-300 Eye tracker and power supply
- Mac with power supply and Mini Display Port to DVI adaptor
- Monitor (Benq GL2250) including VGA cable and power cable
- Sound level meter
- Stereo speakers and subwoofer (Logitech Z323)
- Height adjustable arm (to which eye tracker is attached) – see [Figure 2](#).
- VGA splitter and video connector
- PC for Eye Tracking Survey and data transfer
- Non-slip height adjustable chair
- Animal noise toy or Rattle (bells)
- Pinhole glasses
- Black cloth to wrap around mother (if she is wearing sparkling / reflective clothing which interferes with the eye tracker)
- Piece of white cloth to drape from bottom of eye tracker (to cover base of adjustable arm)
- Velcro sticky pads (to attach cloth as above)
- Calibration laminates (see Appendix 1)



Figure 1 Picture of the TX-300 Tobii Eye Tracker attached to the height adjustable arm

8 Before mother and baby arrive

Table 1 summarises issues to be checked before the mother¹ and baby arrive.

Table 1 Checklist: before mother and baby arrive

Staff member 1
<ul style="list-style-type: none"> Starts up the TX-300 eye tracker with the switch on the rear. The fans start and are audible, and a blue light indicates that it has power.
<ul style="list-style-type: none"> Starts up the stimulus presentation mac PC, and waits for OSX to load to the desktop.
<ul style="list-style-type: none"> Double clicks the script icon on the desktop labelled 'LIFE_ET.m'; waits for Matlab to load (this may take a while to start up) and waits until the screen says 'ready'.
<ul style="list-style-type: none"> Starts the script by clicking the button saying 'run' on the toolbar.
Set up Troubleshooting
<p>If any equipment does not switch on, or you receive an error message, check the following connections:</p> <ul style="list-style-type: none"> Power cable to mac Network connection between mac and TX-300 Video cable between mac and TX-300 Audio cable between mac and speakers

¹ We assume throughout that the baby is accompanied by his/her mother

9 Once mother and baby have arrived

9.1 Seating and preparing the participant

Staff Member 2

- 1 Before the parent and baby are seated explain the details of the task. Explain that the baby will be shown a series of cartoons and videos so we can follow their gaze pattern and look at their engagement. Do not seat the baby in front of the eye tracker until you are ready to begin calibration.
- 2 Explain to the parent that whilst the short films are being shown, the parent should do their best to avoid pointing at the film or labelling anything in the film. This is because the baby will find their parent much more interesting than the film / cartoon and if they point or label it will affect the results.
- 3 Provide the parent with a pair of pinhole glasses to wear and explain that this is because you want to make sure the eye tracker is only picking up the baby's eyes and not the parent's in error. Instruct the parent not to put these on until the baby's attention is captured on the eye tracker.
- 4 Ideally the baby shouldn't eat or drink anything during the task. However, giving snacks can get the baby through a session that they would otherwise not tolerate. For six months olds, avoid snacks if possible, but allow 12 month olds to eat large snacks (e.g. rusk or rice cakes) if they wish to and the parent agrees. Give two snacks, one for each hand, to keep the baby's hands occupied. (Don't give small snacks like raisins, since they'll eat them too quickly and will focus on finding the next one rather than the screen). A baby bottle may interfere with eye tracking, and should not be used if possible.
- 5 Once the participant is prepared and the procedure has been fully explained, ask the parent to seat the baby on their lap facing the eye tracker. The eye tracker is on a moveable arm, you should adjust the height and position of the eye tracker on the arm so that the baby's head is roughly in the centre of the screen. Once the parent and baby are seated instruct the Staff Member operating the script to start playing the cartoon.
- 6 Wait until the baby's attention is taken by the cartoon before moving behind the screen (this is to avoid distracting the baby).

Staff Member 1

- 1 Whilst Staff Member 2 is explaining the task and seating the participant, Staff Member 1 should be preparing the script for calibration.
- 2 When the script prompts for the participant ID, carefully type in the infant's ID number and press enter. The script will then prompt to type the serial number for a second time. The scripts will only run if the correct serial number is entered twice.
- 3 Before beginning calibration the script needs to know the age of the infant. Type '6' if it is a 6 month visit or '12' if it is a 12 month visit.
- 4 Press TAB on the laptop to begin the calibration procedure.

10 Once the participant is ready

10.1 Detecting eyes and calibration

- 1 A video will play, on top of which will be displayed two eyes (Figure 2). Their position on the screen represents the location of the baby's head in the track box. The red bar on the bottom of the screen represents the distance from the baby's head, to the screen.



Figure 2

- 2 If the baby's head is not in the correct area in front of the eye tracker, it will not detect their eyes. Ask the parent to position the baby accordingly. Once the baby's eyes are detected, adjust the position of the baby until the eyes are centred in the middle of the screen (both horizontally and vertically), and the red bar is half full.
- 3 Once you are happy that the baby's head is in the centre of the track box, press TAB to continue calibration.

- 4 The screen will now cycle through five calibration points, one in each corner of the screen, and one in the centre. As the circle shrinks to its smallest size, the eye tracker will take a reading of the baby’s gaze. The sequence continues as follows:

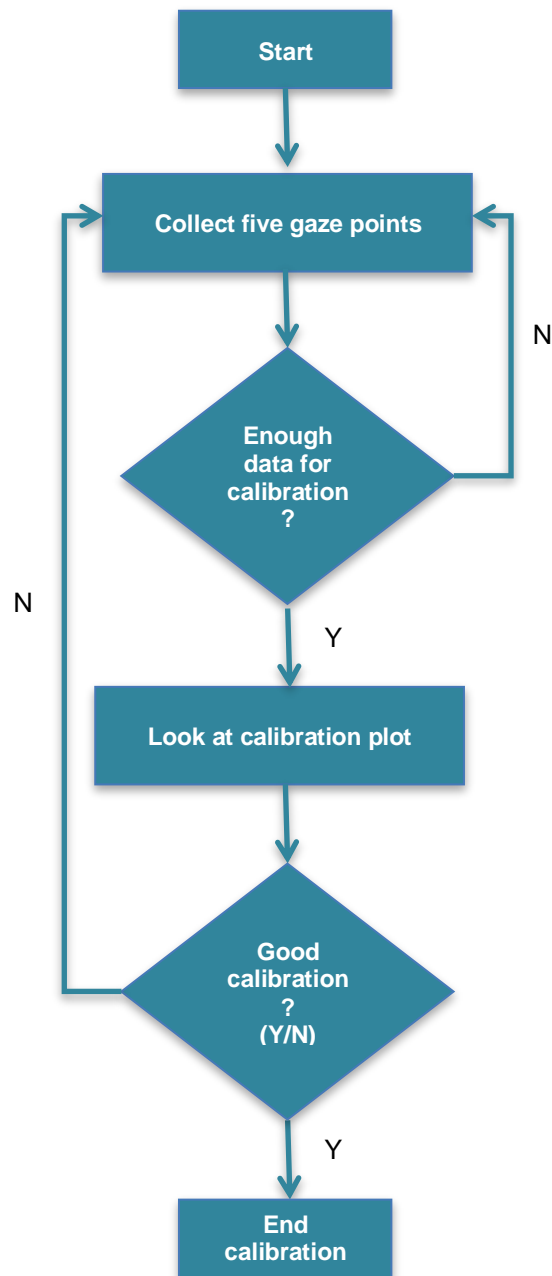


Figure 3

- 5 If the baby moves between detecting the eyes and starting calibration, you can go back by pressing the 'Esc' key at any point. Reposition the baby/tracker, and then start calibration again.

- 6 Once calibration is complete, the results of the procedure will be displayed on screen. Each gaze point is shown as a white square, and the participant's gaze is displayed separately for the left (blue) and right (green) eyes.



Figure 4

- 7 The script will ask, in the Matlab command window, whether you are happy with the calibration. If you are, click in the Command Window and press 'Y' to continue with the task, otherwise press 'N' to re-calibrate.
- 8 You will need to make a judgement as to whether you are happy with the calibration. As a guide, if there are more than two gaze points missing (green and blue dots clustered around the white squares) you will need to recalibrate. You will also need to recalibrate if there is high dispersion around the gaze points (green and blue dots are very far apart and do not cluster easily around the white squares). Please refer to your laminated calibration sheets as a guide. (See appendix 1)
- 9 Once the calibration sequence is complete, the tasks themselves will start.

Note: What if calibration is unsuccessful?

- For 6 month old children you may calibrate a maximum of two times. If the calibration does not succeed on the second attempt proceed with the task.
- For 12 month old children you may calibrate a maximum of three times. If the calibration does not succeed on the third attempt proceed with the task.

10.2 Troubleshooting during detecting eyes and calibration

If you have difficulty detecting the baby's eyes, or getting a good calibration, consider the following steps:

Staff Member 2:

- 1 If the baby is wearing earrings ask the mother to remove them. If the mother or baby are wearing an item of clothing that is sparkly or has sequins affixed, ask them to cover the clothing with the black cloth. The eye tracker is affected by any reflective items.
- 2 If the baby is using a dummy ask the mum how she feels about taking the dummy out. The ideal scenario is that the baby does not have the dummy in but if the baby becomes distressed or the mum would rather it was left in, you may proceed with the dummy in for this task.
- 3 Remove or cover anything shiny, or that is a source of light, or that may interfere with the eye tracker (e.g. glasses, mobile phone with screen on, etc.)
- 4 As a last resort, try moving in front of the eye tracker yourself, meanwhile, Staff Member 1 see if the eye tracker detects Staff Member 2's eyes. If it does not, there may be a technical fault; restart the computer, and switch the eye tracker off and back on, then restart the procedure from the beginning. If this is necessary, encourage the mother to stand and play with the baby, so that he/she is not sat on the mother's lap for a prolonged period, waiting for the task to start.

10.3 Gap/Overlap Task

Each trial of this task consists of the following:

- A ball appears in the centre of the screen, which 'throbs' (changes size) in and out until the baby's gaze falls upon it.
- When the baby looks at it, a picture of a cloud will appear at one side of the screen. When the baby's attention is drawn by the cloud and they look at it, it will change to a cartoon character and disappear.

The speed of this task depends on the baby. If the baby takes longer to look at a stimulus (the ball, the cloud, the cartoon), the next stimuli will take longer to appear.

This sequence continues until the required eye tracking data have been collected.

If the calibration was particularly bad, or the data are of such poor quality that the gaze location cannot be reliably determined, then the script may fail to move on even when the baby is looking at one of the stimuli.

Staff Member 1: At any point, if necessary, you can move to the next stage of the gap task, but this will result in loss of data. For example, if the baby is looking at the ball in the centre of the screen, but the eye tracker does not register this, press TAB to move on. If this happens on a number of consecutive trials, consider recalibrating.

10.4 Natural scenes task

The natural scenes task consists of the baby viewing a variety of social and non-social videos of women dancing. These are interspersed with the GAP exercise.

10.5 Monitoring data quality during the tasks

- 1 Once the eye tracker is running, a preview window will open on the mac screen (Figure 5). This shows:
 - The location of stimuli on the screen (shown as yellow or orange boxes)
 - The location of the baby's gaze on screen (blue for left eye, green for right eye)
 - The position of the baby's head in the track box. This is shown at the upper left hand corner of the preview window. The horizontal and vertical location is shown by the position of a red rectangle inside a frame. The distance from the screen is shown by a red bar underneath the frame:

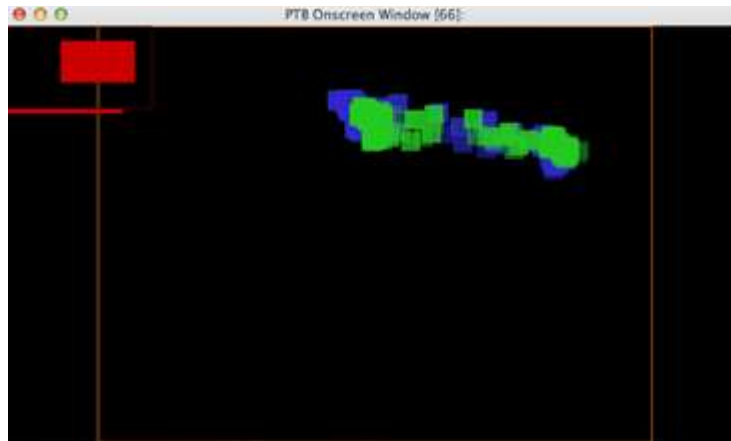


Figure 5

- 2 When the eye tracker can pick up the baby's eyes, the background colour of the preview window will be black. When the eye tracker loses the baby's eyes, the preview window will turn red. If there is 'flicker' in the data, such that the eye tracker rapidly finds and then loses the eyes, the window itself will flicker between black and red.
- 3 When this happens:
 - If the baby is not looking at the screen, attract the baby's attention by pressing 'a' on the keyboard of the mac, to make a sound
 - If the baby is looking but the eyes are not detected, reposition the baby in front of the eye tracker.

11 At the end of the tasks

- 1 **Staff Member 1:** Once all tasks have finished, the screen will turn black. The raw data can be very large, so Matlab may take over one minute to save the data. Do not interrupt the script, or attempt to close Matlab, whilst this is happening.
- 2 **Staff Member 2:** Whilst this is taking place, ensure that the behavioural record section of the Eye Tracking Survey has been completed. Thank the mother and baby for their time and explain that they may now leave the chair.
- 3 **Staff Member 1:** The script will automatically save two data files, one containing a summary of dependent variables relating to the gap/overlap task, and another containing all of the raw gaze data collected during the session. To ensure the script has been saved correctly check the bottom right hand corner of the screen,

a message “SAVED SUCCESSFULLY” should appear. Do not exit Matlab until you see this message.

- 4 **Staff Member 1:** If there is any error in saving, ask Staff Member 2 to record this in the Eye Tracking Survey.
- 5 **Staff Member 1:** Once you are confident the data has been saved you may close Matlab by selecting Matlab Menu ⇒ Quit Matlab²

12 Engaging babies - tips and tricks

- 1 Before pressing tab to calibrate baby, make sure there are no distractions and the baby is looking at the screen (i.e. Staff Member 2) should not move out of view just when Staff Member 1 presses the button to begin, as the baby will look at Staff Member 2 instead of the eye tracker).
- 2 If the baby is inattentive, try and get their attention back to the screen with a toy that makes noise - make sure the noise is directly behind the eye tracker.
- 3 If you lose the baby's eyes, check their position in your view camera - they may have leaned forward/backward/sideways. If so ask the parent to try and reposition the baby as they were when you calibrated.
- 4 If it looks like the baby is going to cry – try the noisy toys and if that doesn't work try to use a soothing voice from behind the monitor. If that doesn't work take a break and try to distract the baby with a toy, bubbles or mum.
- 5 If the baby will only be soothed by a snack - give them a rice cake or something of similar size, not small food items such as raisins (as they will look at their hand to grab the raisins).
- 6 Never let the baby drink from a bottle while trying to eye track as the eye tracker will not be able to find the baby's eyes.

² SOPs were to have included further details on automation of data capture in this section which had not been finalised when Life Study was closed.

13 Appendix 1 Calibration Guide

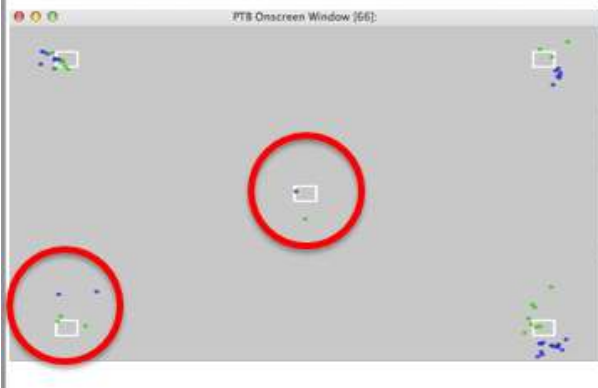
GOOD:



Slightly high dispersion on one calibration point, but the others are good.

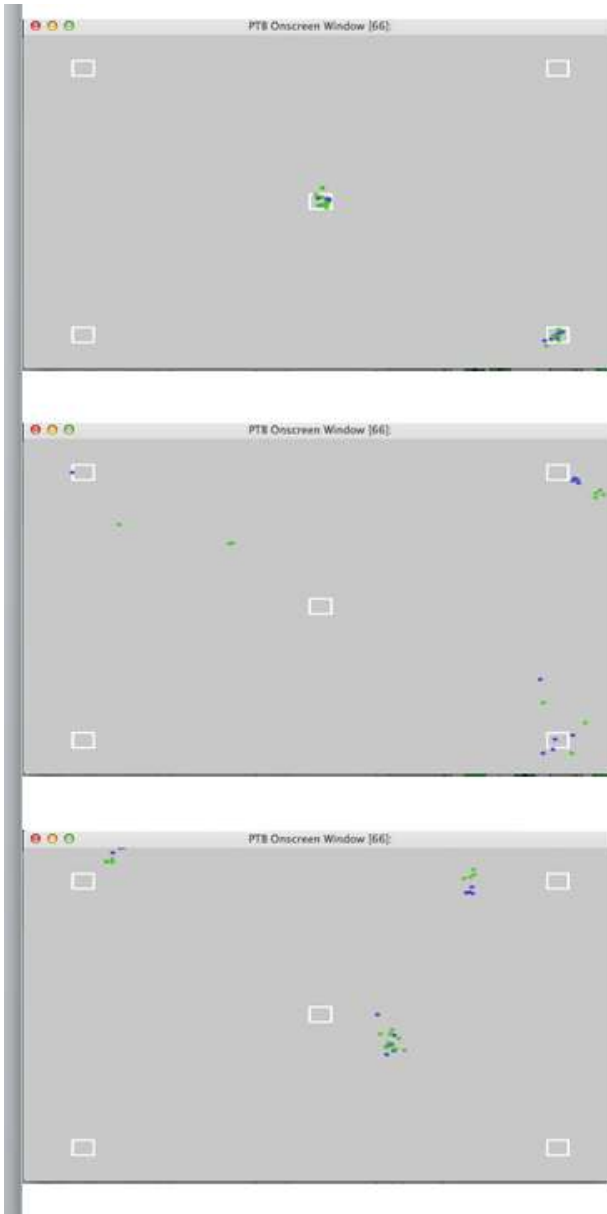


One calibration point missing, but the others are good, so this is acceptable.



Very little data for two calibration points, but the dispersion looks good.

BAD:

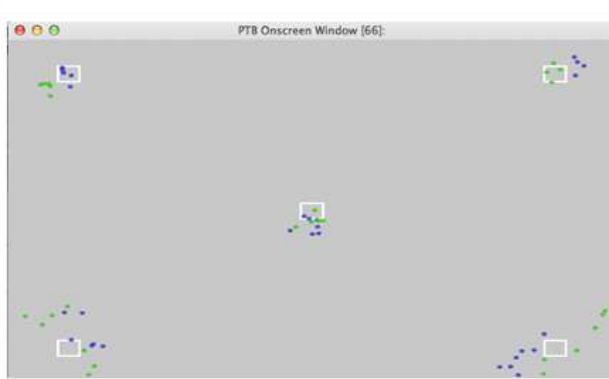


Three missing calibration points.

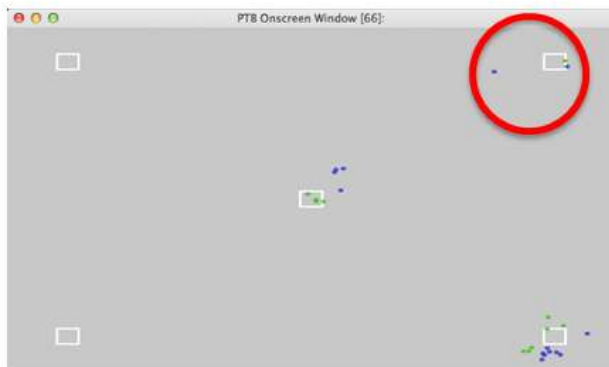
Three calibration points have data, but dispersion is very high.

Missing gaze points, fairly high dispersion, low accuracy.

BORDERLINE (acceptability depends on baby's mood):



High dispersion, especially on lower calibration points.



Two calibration points missing, fairly high dispersion, slightly low sample numbers.

14 Appendix 2 Eye Tracking Survey

Variable	Question	Responses	Universe				
EyeTEx	Before I begin, could I just check, does your baby have sight in both their eyes?	Choice: single <table border="1"> <tr> <td>1</td> <td>Yes - Has sight in both eyes</td> </tr> <tr> <td>2</td> <td>No - Does not have sight in both their eyes</td> </tr> </table>	1	Yes - Has sight in both eyes	2	No - Does not have sight in both their eyes	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months
1	Yes - Has sight in both eyes						
2	No - Does not have sight in both their eyes						
EyeTInt	<p>I would now like to administer an eye tracking task.</p> <p>The purpose of the eye tracking task is to record where your baby looks in response to different types of stimuli. We are interested in how your baby's attention changes as they develop.</p> <p>Your baby will see a picture of a ball appear in the centre of the screen. When they look at it, a picture of a cloud will appear at one side of the screen. If your baby's attention is drawn by the cloud and they look at it, it will change to a cartoon character and disappear.</p> <p>By varying the delay between the appearance of the ball and the cloud, we</p>	Choice: single <table border="1"> <tr> <td>1</td> <td>Participant agreed to eye tracking</td> </tr> <tr> <td>2</td> <td>Participant refused eye tracking</td> </tr> </table>	1	Participant agreed to eye tracking	2	Participant refused eye tracking	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTEx = 1) // Has sight in both eyes
1	Participant agreed to eye tracking						
2	Participant refused eye tracking						

Variable	Question	Responses	Universe
	<p>can measure how babies' attention changes as they grow up, and how they become increasingly able to direct their attention from one object to another.</p> <p>Your baby will also see videos of women dancing. By measuring the patterns of eye movements your baby makes in response to videos of women dancing, we can track how their interest in social and non-social scenes changes as they develop. We can also learn about how they process social information, such as looking at people's faces and bodies, and how this changes as they grow up.</p> <p>Are you happy to continue with this task?</p>		
EyeTWyNo	<p>Why don't you want your baby to participate in eye tracking?</p> <p>ENQUIRE SENSITIVELY BUT DO NOT PUSH FOR AN ANSWER</p>	Open: 150	<p>If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 2) // refused eye tracking</p>
EyeTdone		Control:	<p>If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months</p>

Variable	Question	Responses	Universe						
	ADMINISTER THE EYE TRACKING TASK ACCORDING TO THE SOP WHEN YOU HAVE COMPLETED THE EYE TRACKING TASK, PRESS NEXT TO CONTINUE.		And (EyeTInt = 1) // Agreed eye tracking						
EyeTCa1	RECORD THE NUMBER OF CALIBRATION ATTEMPTS.	Choice: single <table border="1"><tr><td>1</td><td>One</td></tr><tr><td>2</td><td>Two</td></tr><tr><td>3</td><td>Three</td></tr></table>	1	One	2	Two	3	Three	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 1) // Agreed eye tracking
1	One								
2	Two								
3	Three								
EyeTCry	RECORD THE EXTENT TO WHICH THE BABY CRIED DURING THE TASK.	Choice: single <table border="1"><tr><td>1</td><td>None</td></tr><tr><td>2</td><td>Some (less than 1 minute)</td></tr><tr><td>3</td><td>Lots (more than 1 minute)</td></tr></table>	1	None	2	Some (less than 1 minute)	3	Lots (more than 1 minute)	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 1) // Agreed eye tracking
1	None								
2	Some (less than 1 minute)								
3	Lots (more than 1 minute)								
EyeTSmi	RECORD THE EXTENT TO WHICH THE BABY SMILED AND LAUGHED DURING THE TASK.	Choice: single <table border="1"><tr><td>1</td><td>None</td></tr><tr><td>2</td><td>Some (less than 1 minute)</td></tr><tr><td>3</td><td>Lots (more than 1 minute)</td></tr></table>	1	None	2	Some (less than 1 minute)	3	Lots (more than 1 minute)	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 1) // Agreed eye tracking
1	None								
2	Some (less than 1 minute)								
3	Lots (more than 1 minute)								
EyeTPoi	RECORD THE EXTENT TO WHICH THE PARENT POINTED DURING THE TASK.	Choice: single <table border="1"><tr><td>1</td><td>None</td></tr><tr><td>2</td><td>Some (1-5 instances)</td></tr><tr><td>3</td><td>Lots (more than 5 instances)</td></tr></table>	1	None	2	Some (1-5 instances)	3	Lots (more than 5 instances)	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 1) // Agreed eye tracking
1	None								
2	Some (1-5 instances)								
3	Lots (more than 5 instances)								
EyeTlab		Choice: single	If (RespType = 1) // Mother						

Variable	Question	Responses	Universe										
	RECORD THE EXTENT TO WHICH THE PARENT LABELLED (SPOKE AND REFERRED TO IMAGES ON THE SCREEN) DURING THE TASK.	<table border="1"> <tr> <td>1</td> <td>None</td> </tr> <tr> <td>2</td> <td>Some (1-5 instances)</td> </tr> <tr> <td>3</td> <td>Lots (more than 5 instances)</td> </tr> </table>	1	None	2	Some (1-5 instances)	3	Lots (more than 5 instances)	And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 1) // Agreed eye tracking				
1	None												
2	Some (1-5 instances)												
3	Lots (more than 5 instances)												
EyeTSna	RECORD WHETHER THE CHILD HAD A SNACK DURING THE TASK.	Choice: single <table border="1"> <tr> <td>1</td> <td>Yes</td> </tr> <tr> <td>2</td> <td>No</td> </tr> </table>	1	Yes	2	No	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 1) // Agreed eye tracking						
1	Yes												
2	No												
EyeTDum	RECORD WHETHER THE CHILD HAD A DUMMY DURING THE TASK.	Choice: single <table border="1"> <tr> <td>1</td> <td>Yes</td> </tr> <tr> <td>2</td> <td>No</td> </tr> </table>	1	Yes	2	No	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 1) // Agreed eye tracking						
1	Yes												
2	No												
EyeTEnd	RECORD WHETHER THE TASK ENDED EARLY.	Choice: single <table border="1"> <tr> <td>1</td> <td>Yes</td> </tr> <tr> <td>2</td> <td>No</td> </tr> </table>	1	Yes	2	No	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 1) // Agreed eye tracking						
1	Yes												
2	No												
EyeTEnR	RECORD THE REASON WHY THE EYE TRACKING ENDED EARLY.	Choice: multiple <table border="1"> <tr> <td>1</td> <td>Child fussy / crying</td> </tr> <tr> <td>2</td> <td>Equipment problems</td> </tr> <tr> <td>3</td> <td>Parent asked to stop</td> </tr> <tr> <td>4</td> <td>Out of time</td> </tr> <tr> <td>5</td> <td>Other</td> </tr> </table>	1	Child fussy / crying	2	Equipment problems	3	Parent asked to stop	4	Out of time	5	Other	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTEnd = 1) // Eye tracking ended early
1	Child fussy / crying												
2	Equipment problems												
3	Parent asked to stop												
4	Out of time												
5	Other												
EyeTData		Choice: single	If (RespType = 1) // Mother And (ModeType = 1) // CAPI										

Variable	Question	Responses	Universe				
	RECORD WHETHER THE COMPUTER REPORTED YOU HAVE SUCCESSFULLY SAVED THE DATA.	<table border="1"> <tr> <td>1</td> <td>Yes</td> </tr> <tr> <td>2</td> <td>No</td> </tr> </table>	1	Yes	2	No	And (Sweep = 2 or 3) // 6 months and 12 months And (EyeTInt = 1) // Agreed eye tracking
1	Yes						
2	No						
EyeTStT	ENTER THE STAFF ID NUMBER OF THE STAFF MEMBER WHO ADMINISTERED THE TECHNICAL ASPECTS OF THE EYE TRACKING TASK (STAFF MEMBER 1 IN SOP)	Number: 0, 4, 1000..5000	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2) // 6 months And (EyeTInt = 1) // Agreed eye tracking				
EyeTStP	ENTER THE STAFF ID NUMBER OF THE STAFF MEMBER WHO ADMINISTERED THE PARTICIPANT ASPECTS OF THE EYE TRACKING TASK (STAFF MEMBER 2 IN SOP)	Number: 0, 4, 1000..5000	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2) // 6 months And (EyeTInt = 1) // Agreed eye tracking				
EyeTRoom	ENTER THE ROOM NUMBER IN WHICH THE TASK WAS ADMINISTERED	Number: 0, 2, 1..99	If (RespType = 1) // Mother And (ModeType = 1) // CAPI And (Sweep = 2) // 6 months And (EyeTInt = 1) // Agreed eye tracking				